TYRANID ATTACK

ELDAR IN TYRANID ATTACK

By Jervis Johnson

Beyond the human galaxy lie the vast, uncharted regions of inter-galactic space. Empty distances too great to comprehend thwart all of mankind's attempts to navigate them. These are the great barriers which separate galaxy from galaxy and keep the farthest stars the subject of conjecture and mystery. Now, something stirs in the frozen emptiness. An intelligence moves through it, a mind that is many inter-linked minds, immeasurably old and alien. This is the Tyranid hive mind, and it has crossed the great, dark void in search of new planets to despoil. Now its advance forces have reached the Imperium, and the fate of mankind and every living thing in the galaxy hangs in the balance. The Imperium is not the only race attempting to defeat the Tyranids and destroy hive fleet Kraken — the Tyranids are the enemy of all other types of life. From this has arisen a strange and unnatural alliance where Imperial, Eldar, Ork and Chaos troops, while not fighting shoulder to shoulder, battle separately against the same foe. Of the other races fighting the Tyranids, the Eldar are the Imperium's closest and most numerous ally.

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INTRODUCTION

The Eldar race has a long and complex history, so long in fact that little is known for certain about the course of their physical evolution or early planet-bound existence. The original Eldar Homeworld was destroyed during the catastrophic collapse of the Eldar civilisation, known as the Fall of the Eldar. At that time the Eldar were the dominant spacefaring race, ruling an empire that spanned a large part of the galaxy. This civilisation and countless billions of Eldar lives were lost in a terrible cataclysm brought about by the birth in the warp of the Chaos power known as Slaanesh. From the few remnants of Eldar culture who survived, some fled from the doomed planets aboard spacecraft, others took refuge in isolated colonies far from the centre of the Eldar Empire. Although there are now small Eldar colonies on planets scattered throughout the galaxy, the vast majority of the Eldar still live in the huge city sized spaceships they escaped on, known as *Craftworlds*.

Compared to a human's, the life of an Eldar is tightly structured. As Eldar reach maturity, they choose a profession or way of life which they devote themselves to absolutely. Having reached a pinnacle of achievement in one sphere they begin another, devoting themselves to it until they gain complete mastery over it. This process is called the Eldar Path and it affects the whole structure of Eldar Craftworld society including its army.

The most valuable of the Craftworlds' fighters are the Aspect Warriors. These are Eldar who are currently pursuing the Way of the Warrior on the Eldar Path. There are many different kinds of Eldar Aspect Warrior, each specialising in a particular type of warfare and way of fighting. These range from the swift and lightly armoured *Swooping Hawks* – to the heavily armed and armoured *Dark Reapers*. Each type of

Aspect Warrior has a different role to play in battle, thus a wise Eldar commander will usually try to include as wide a variety of types in his force as possible, this way he can meet any eventuality that may arise. Aspect Warriors sometimes become trapped, unable to continue the Eldar Path and doomed to spend the rest of their lives as warriors. These individuals are called Exarchs, and they are amongst the most powerful Eldar fighters of all. Other Eldar fight as Guardians, they are not pursuing the way of the warrior, but in times of need they are ready and able to fight for their Craftworld. Guardians operate machinery of war in addition to providing the vast bulk of the infantry, and are a vital part of any Eldar army.

Craftworld societies are led by Eldar who are following the Path of the Seer, a stage in which the Eldar devotes his life to developing his psychic nature. Seers who have previously fought as Aspect Warriors can fight as *Warlocks*, whose ability to channel psychic power through a special weapon known as a *Witchblade*, makes them an awesome opponent in close combat. Just as Aspect Warriors can become trapped and end up as Exarchs, so Warlocks can become trapped on the Path of the Seer and become a Farseer. The Farseers' abilities are even greater than the Warlocks', as they are able to use their strange psychic powers to change the very course of a battle.

However, the most awesome Eldar warrior of all is the terrifying Avatar. The Avatar is the embodied spirit of Khaine, the Eldar's War God, and is more like a daemon than a mortal Eldar. His eyes glow like coals and as he moves his whole surface crackles and spits like smouldering metal. In his right hand he carries the Doom that Wails, a huge glowing spear etched with runes that seem to writhe and struggle inside the weapon. Although the Avatar's body can be physically destroyed and removed from the battlefield, he cannot be completely eradicated. Should his physical form be destroyed, his spirit will return to its temple on the Craftworld where it will draw strength and await the next battle.

Leading the fight against the hive fleet are the Eldar of Iyanden Craftworld. They have good reason to hate the Tyranids. The Craftworld of Iyanden was once the largest of all the Eldar Craftworlds and its people the most numerous. That was until Iyanden became the scene of the Eldars' first encounter with the Tyranids. Drifting through space, the Craftworld was powerless to avoid the sudden onslaught of Genestealers and Tyranids as wave upon wave of merciless hive warriors swept over the Craftworld. Each and every attack was eventually beaten back and the Tyranids were finally defeated, but it was a hollow victory for Iyanden. The once proud world was devastated, and four-fifths of the inhabitants lay dead or dying in its shattered halls. Since that day the Eldar of Iyanden Craftworld have been amongst the Tyranids most ferocious opponents, hunting and slaughtering them and their Genestealer offspring wherever they can find them. Iyanden swiftly dispatched warships and assault troops upon hearing of the onslaught of hive fleet Kraken, and have called upon all of the other Eldar Craftworlds for help to defeat this terrible threat. Now, Eldar from all of the major Craftworlds are fighting against the hive fleet, boarding Tyranid ships in an effort to destroy them before they reach any Eldar settlements.

USING THE ELDAR IN TYRANID ATTACK

You may choose to use an Eldar force instead of a Space Marine force in any game of Tyranid Attack that you play, as long as you have the appropriate models to represent the different Eldar Warriors you choose to use. The Eldar Force list on the following pages provides all the information you will need in order to use the models in Tyranid Attack, and includes each model's *points value*. If you decide to use an Eldar force, it may include any number of models, as long as their combined points value does not exceed 35 points.

If you decide to use an Eldar force instead of Space Marines, you may *not* use the hellfire shell counters or meltabomb counters from Tyranid Attack that you would normally be allowed to take at the start of the game. These weapons are only used by Space Marines and would not be carried by Eldar Warriors. However, you *are* allowed to use the four Space Marine order cards from Tyranid Attack. Although this may seem strange, it simply represents the fact that the Eldar are trained and issue orders in a very similar way to the Space Marines. When you use an order card with an Eldar force, it applies to all Eldar models on the board – simply ignore the word *Space Marine* and assume it says *Eldar* instead. However, Guardians may only use an order card if there is at least one Guardian Leader in play at the time the card is used. If there are no Guardian Leaders in play, the instructions on the order card only apply to Aspect Warriors, Exarchs, Warlocks, Farseers and Avatars.

Apart from these minor changes, all of the rules and cards in Tyranid Attack are used as normal. Exploration cards affect Eldar models in exactly the same way as they would affect a Space Marine model. Eldar may use any artifacts that they find, and any Space Marine prisoners they meet will join them as allies against the Tyranids. The Eldar's victory conditions are exactly the same as the Space Marine's – they must

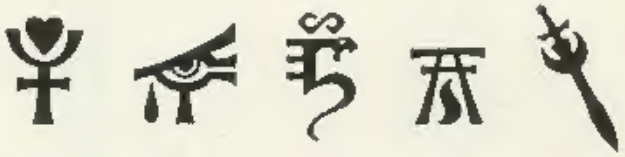
destroy 4 objectives in order to win the game. If all of the Eldar models and any allies they have found are killed before they destroy the fourth objective, then the Tyranids win the game.

NEW ELDAR CARDS

Included with this article are three sets of cards for Tyranid Attack that may only be used by an Eldar force. Depending on the models that you choose, you may be allowed to take one or more of these cards for use during the game. The cards are split into three types: Warrior Skills, Runic Powers, and Ancient Weapons. Before you can use the cards you will need to assemble them. From your copy of White Dwarf, carefully remove the pages with the fronts and the backs of the cards on. Cut around the outer edge of each sheet so that you have two pieces of paper that are exactly the same size. Spread a thin layer of glue onto the back of one sheet and then carefully glue the two pieces of paper together, making sure that the two sides are both the same way round. Finally, cut out the individual cards and trim off any excess paper with a pair of scissors. Now your cards are ready to use. If you want to make them more durable, glue them onto the front and back of a thin piece of cardboard (cereal packet card is ideal) and cut the cards out as described above.

The Warrior Skill cards and Runic Power cards represent special skills and abilities that can be used in combat. One Warrior Skill card may be chosen for each Exarch model in an Eldar force, and one Runic Power card for each Farseer. *Two* Warrior Skill cards may be chosen for each Avatar. Choose the cards you want at the start of the game, and tell your opponent which card applies to which model. The abilities on the card may only be used by the model that you choose the card for, but it can be used throughout the game (in other words you do not have to discard the card after you have used it).

The Ancient Weapon cards work in a similar manner, one being chosen for each Exarch in the Eldar force. However, in this case the Exarch model must be armed with the appropriate weapon. If, for example, you take the Web of Skulls for one of your Exarchs, then the model must have a Web of Skulls too. The weapon on the card may only be used by the model that you chose the card for, but it can be used throughout the game.



FURTHER READING

This article only brushes the surface of the history and background of the Eldar race. If you want to learn more about the Eldar, I highly recommend that you get hold of a copy of the Warhammer 40,000 Compilation, which includes the Warhammer 40,000 Eldar army lists and a wealth of background information. Additional information about how the Eldar fight large scale battles can be found in the Renegades supplement for Space Marine, which also includes some fascinating information on the four most important Eldar Craftworlds.

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ELDAR FORCE LIST

Name	Pts	Move	Armour	Weapons	Range	Fire	Hand-to-Hand	Notes
Avatar	15	8	6	The Doom That Wails	24	1D(+4)	2D(+2)	Choose two Warrior Skill cards for the Avatar at the start of the game. The Avatar has six life points. The Doom that Wails adds 4 to the Avatar's score for ranged attacks, and two to his score in hand-to-hand combat.
Guardian Leader	4	8	4	Shuriken Pistol & Power Sword	12	2D	2D(+1)	The power sword adds +1 to the Leader's dice roll in hand-to-hand combat.
Guardian	1	8	4	Lasgun & Laspistol	24	1D	1D	
Guardian	2	8	4	Laspistol & Power Sword	12	1D	2D(+1)	The power sword adds +1 to the Guardian's dice roll in hand-to-hand combat.
Guardian	2	8	4	Shuriken Catapult & Laspistol	24	3D	1D	
Guardian	3	8	4	Meltagun & Laspistol	12	1D(+2)	1D	Add +2 to the score of the dice when firing the meltagun. However, a roll of '1' before modification is a miss, no matter what the target's armour rating.
Heavy Weapon Guardian	4	4	4	Lascannon	60	1D(+4)	1D	Add +4 to the score of the dice when firing the lascannon. However, a roll of '1' before modification is a miss, no matter what the target's armour rating.
Heavy Weapon Guardian	4	4	4	Missile Launcher	72	2D	1D	The missile launcher is an area effect weapon and attacks any models adjacent to the target with 2 dice each.
Fire Dragon	4	8	5	Meltagun & Laspistol	12	1D(+2)	1D	Add +2 to the score of the dice when firing the meltagun.
Dire Avenger	4	8	5	Shuriken Catapult & Laspistol	24	3D	1D	
Howling Banshee	4	10	5	Power Sword & Laspistol Banshee Mask	12 —	1D —	2D(+1) (+2)	The power sword adds +1 to the Banshee's dice roll in hand-to-hand combat. The banshee mask adds a further +2 to the dice roll against the *first* opponent the Howling Banshee attacks in hand-to- hand combat in the *Eldar* player's turn.
Striking Scorpion	4	8	5	Shuriken Pistol & Chainsword Mandiblaster	12 —	2D —	2D(+1) (+1D)	The chainsword adds +1 to the Scorpion's dice roll in hand-to-hand combat. The mandiblaster adds a further +1 to the dice roll against *every* opponent the Striking Scorpion attacks in hand-to- hand combat in the *Eldar* player's turn
Swooping Hawk	4	16	4	Lasgun & Laspistol	24	1D	1D	
Dark Reaper	6	6	5	Missile Launcher	72	2D	1D	The missile launcher is an area effect weapon and attacks any models adjacent to the target with 2 dice each.
Exarch	10	8	5	See Ancient Weapon card				Choose one Ancient Weapon card and one Warrior Skill card for the Exarch at the start of the game. The Exarch has four life points.
Warlock	5	8	5	Laspistol & Witchblade	12	1D	1D+(D-1)	The Warlock's psychic powers add to his score in hand-to-hand combat. To find out how many points are added roll a dice and subtract 1 from the score. The result is added to the Warlock's hand-to-hand combat score.
Farseer	5	8	5	Laspistol & Force Spear	12	1D	1D+1	Pick one Runic Power card for the Farseer at the start of the game. His force spear adds +1 to his dice roll in hand-to-hand combat.

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ANCIENT WEAPON
POWER AXE & LASPISTOL

RANGE 12
FIRE 1D
HAND-TO-HAND 2D(+2)

The Power Axe adds +2 to the Exarch's dice roll in hand-to-hand combat.

ANCIENT WEAPON
POWER SWORD & LASPISTOL

RANGE 12
FIRE 1D
HAND-TO-HAND 2D(+2)

The Power Sword adds +2 to the Exarch's dice roll in hand-to-hand combat.

ANCIENT WEAPON
BITING SWORD & SHURIKEN PISTOL

RANGE 12
FIRE 2D
HAND-TO-HAND 2D(+1)

The Biting Sword adds +1 to the Exarch's dice roll in hand-to-hand combat.

ANCIENT WEAPON
FIRE PIKE

RANGE 24
FIRE 1D(+2)
HAND-TO-HAND 1D(+2)

The Fire Pike adds +2 to the Exarch's dice roll when it is fired, and +2 in hand-to-hand combat.

ANCIENT WEAPON
LASBLASTER

RANGE 24
FIRE 2D(+1)
HAND-TO-HAND 2D

The Lasblaster adds +1 to each dice roll when it is fired.

ANCIENT WEAPON
WEB OF SKULLS & SHURIKEN PISTOL

RANGE 24
FIRE 3D
HAND-TO-HAND 3D

This weapon consists of three crystal skulls linked together by lengths of chain.

WARRIOR SKILL
CRUSHING BLOW

The Exarch is capable of striking an especially powerful blow with any hand-held weapon. Add +1 to the Exarch's dice roll in hand-to-hand combat.

WARRIOR SKILL
BOUNDING LEAP

The Exarch can leap 3 squares in addition to his normal move. This leap will take him over any models in the squares moved through. It may not be used to move through objects that completely block a square, like objective templates or walls.

WARRIOR SKILL
FIGHTING FURY

The Exarch fights with the speed and ferocity of a wild cat. Add one to the number of dice the Exarch rolls in hand-to-hand combat.

WARRIOR SKILL
SUSTAINED ASSAULT

Whenever the Exarch is eligible to make a follow-up attack, he may move up to two squares before he makes the attack.

WARRIOR SKILL
FAST SHOT

The Exarch reacts with lightning speed and can fire twice each turn rather than just once. He may choose to make both attacks either before or after he moves, or to make one attack before he moves and the second after he moves.

WARRIOR SKILL
VERY TOUGH

The Exarch is very resilient and can sustain damage which would hurt or kill a normal Eldar. His armour value is increased by 1 point.

RUNIC POWER
GUIDE

The Farseer may guide one Eldar model within 6 squares instead of making an attack himself. The chosen Eldar may re-roll any dice when it attacks this turn, but must accept the result of the second roll.

RUNIC POWER
PSYCHIC BLAST

The Farseer may release a psychic blast instead of attacking. All models within 6 squares (friend or foe) are knocked to the ground. A prone model may stand in its next turn, but may not move or attack. Any hand-to-hand attacks against a prone model receive a +1 bonus to the dice roll.

RUNIC POWER
DOOM

The Farseer may doom one enemy model within 12 squares instead of making an attack. All attacks made on that model receive a +1 bonus to any dice rolls for the remainder of this turn.

RUNIC POWER
FORTUNE

All Eldar models receive a +1 bonus to their armour value as long as they are within 6 squares of the Farseer. This bonus applies at all times, and also applies to the Farseer himself (ie the Farseer's armour value is increased by 1 point).